

# Raw Reflection

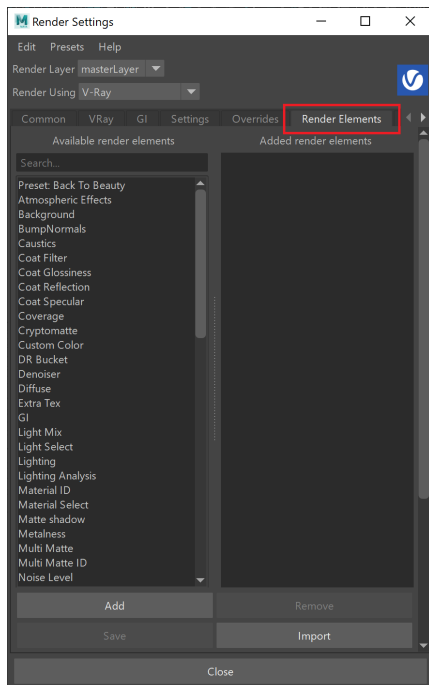
This page gives some basic details about the Raw Reflection render element and how it is used in compositing.

## Overview

The Raw Reflection Render Element stores reflection information calculated from the materials' reflection values in the scene. Surfaces with no reflection values set in their materials will contain no information in the render element, which means these areas will render as black. When the Raw Reflection Render Element is multiplied by the [Reflection Filter \(vrayRE\\_Reflection\\_Filter\)](#), the [Reflection \(vrayRE\\_Reflection\)](#) Render Element is produced.

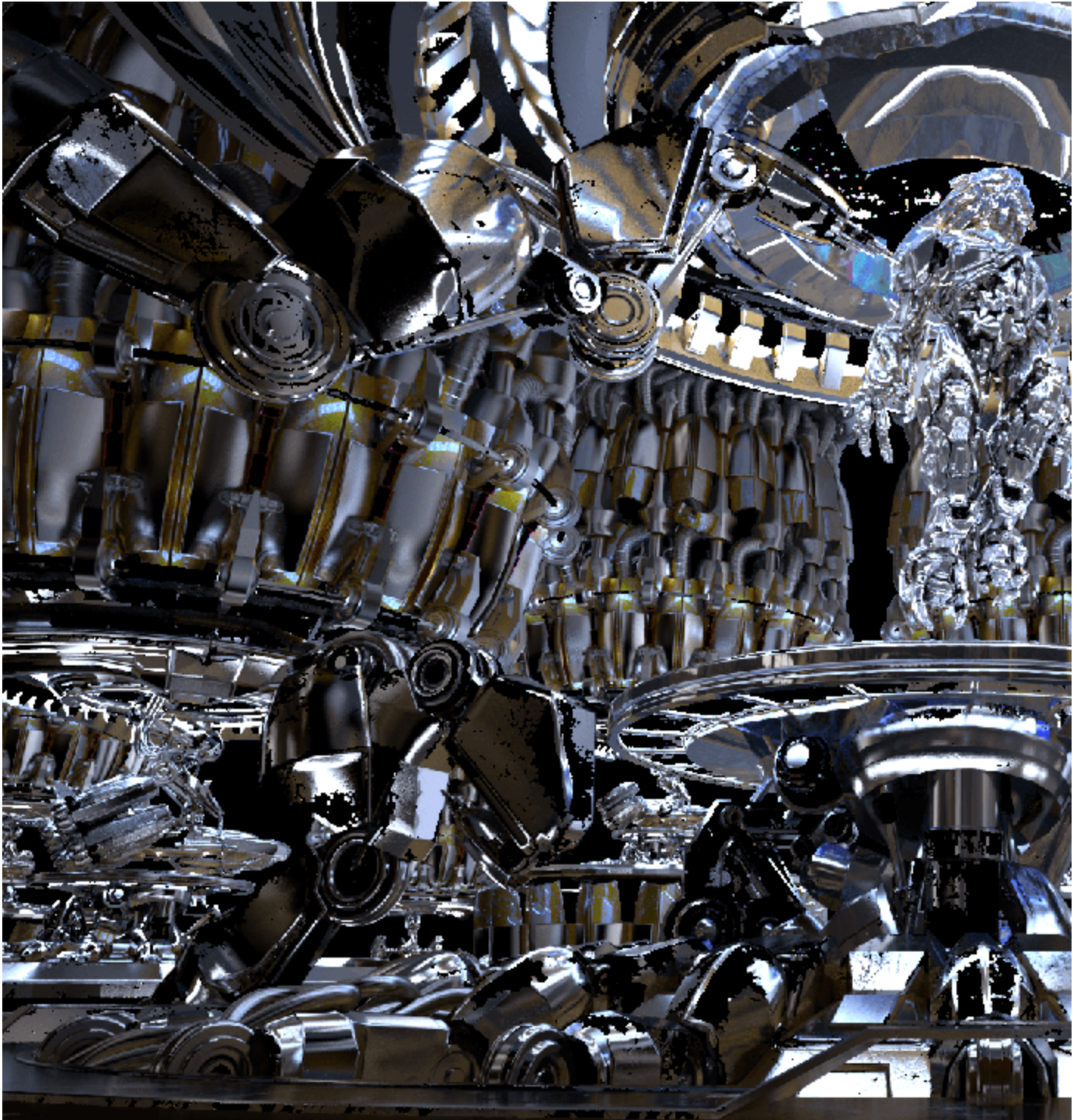
vrayRE\_Raw\_Reflection gives the full reflection of objects reflecting in the scene, while the reflection filter vrayRE\_Reflection\_Filter sets *how much* of that reflection should come through in the composite. In other words, the filter defines the strength of the reflection, while the raw image defines what is being reflected in the image. When these two elements are multiplied, the true level of reflection is given as the vrayRE\_Reflection Render Element. By using these component parts of the reflection, you can fine-tune the reflection in your final composite.

UI Path: ||Display Render Settings button|| > Render Elements tab > Raw Reflection



To use render elements, select from the Available render elements column and click the **Add** button to add the passes you wish to generate at render time. When you render the scene, the added render elements listed in the column on the right, will also render, which can be viewed from the [VFB](#) window's channel drop-down menu.

For more information on the parameters on this dialog, see the [Render Elements tab](#) page.



## Attributes

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The parameters for this render element appear in the Attribute Editor under Extra V-Ray Attributes.

**Enabled** – Enables the render element inside the V-Ray frame buffer.

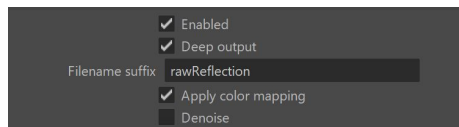
**Deep output** – Specifies whether to include this render element in deep images.

**Filename suffix** – The text added to the end of the rendered file, when saved as a separate file (e.g. myrender.rawReflection.vrimg).

**Apply color mapping** – Applies the color mapping options specified in the [Color mapping](#) rollout of the [VRay tab](#) in the Render Settings window to this render element. This option is enabled by default.

**Denoise** – Enables the render element's denoising, provided the [Denoiser](#) render element is present.

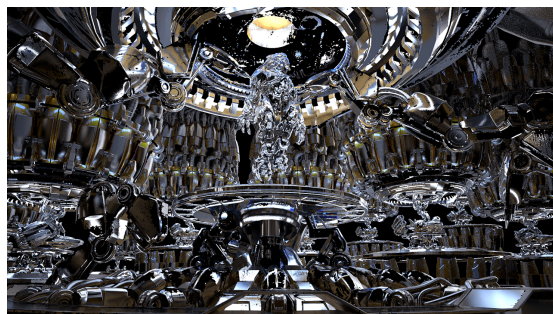
There is initial support for Raw Reflection render element on V-Ray GPU.



## Common uses

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The Raw Reflection Render Element is useful for changing the appearance of reflective scene elements in compositing or image editing software after the scene is rendered. Below are a couple of examples of its use.

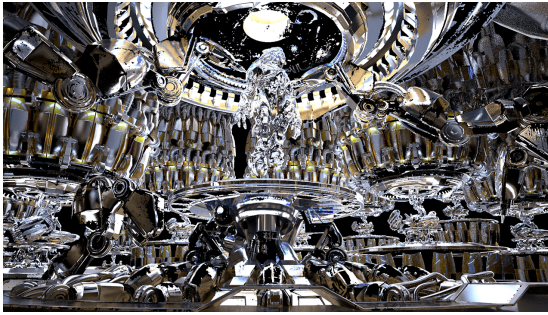


Reflection Render Element

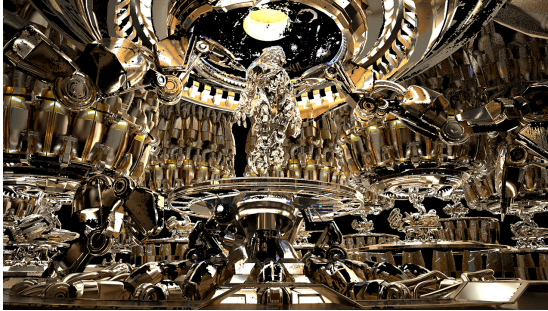


Original Beauty Composite





Brightened Reflection Render Element



Brightened and warmed Reflection Render Element



Brightened reflections

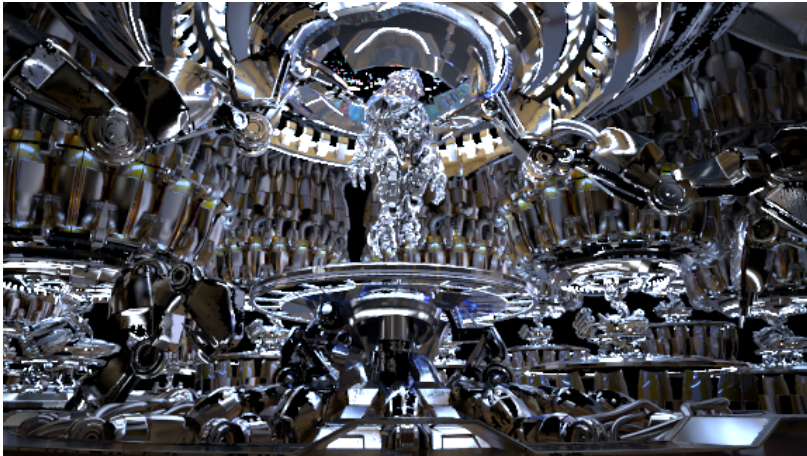


Warmed and raised reflections

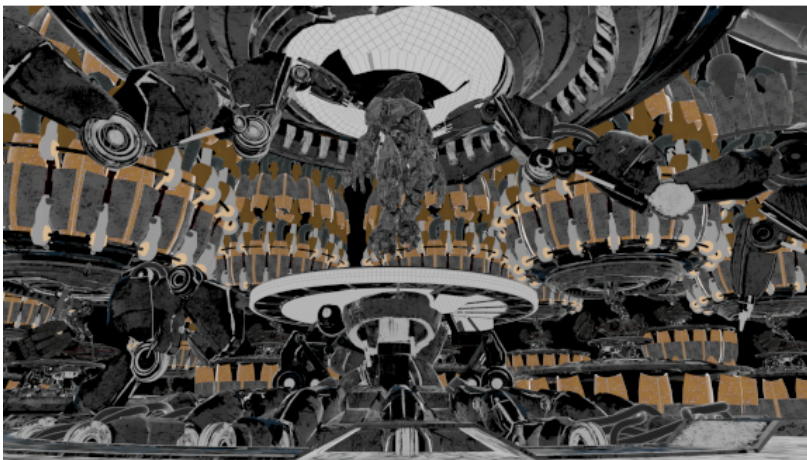
## Underlying Compositing Equation

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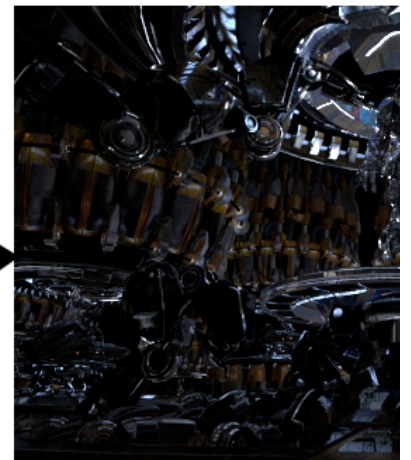
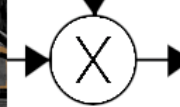
$$\text{vrayRE\_Raw\_Reflection} \times \text{Reflection Filter} = \text{Reflection}$$



Raw Reflection



Reflection Filter



Reflection